**ATHLETE FALL**

\[ \text{Athlete Fall} = 0.50 \text{ deduction} \]

**Examples:**
- Hands down in tumbling or jumps
- Knees down in tumbling or jumps
- Blatant incomplete tumbling twists
- Multiple body parts touch the floor in tumbling or jumps
- Drops to the floor during individual skills (tumbling, jumps, etc.)

**TIME LIMIT VIOLATIONS**

Time limit violations are as follows:

- 6 or more seconds over time will result in a 3.0 deduction

**SAFETY VIOLATIONS**

Safety Violations / Skills Performed Out of Level will result in a 10.0 deduction for each occurrence.

**BUILDING BOBBLE**

\[ \text{Building Bobble} = 0.50 \text{ deduction} \]

**Examples:**
- Stunts and Pyramids that almost drop/fall, but are saved (this includes excessive movement of the bases)
- Blatant incomplete twisting cradles (landing on stomach, etc.)
- Knee or hand of base touching ground during cradle or dismount

**BOUNDARY VIOLATIONS**

All skills must originate and be completed within the competition boundary. No lineups, skills, or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside the competition boundary, they must return immediately. The competition boundary is defined as the actual carpet bonded foam panels and any additional borders that are attached to it.

- Excessive out of bounds is not allowed and will result in a 0.50 deduction for each occurrence.
- Includes stepping, with both feet, completely off of the performance mat and it's borders.

**BUILDING FALL**

\[ \text{Building Fall} = 1.0 \text{ deduction} \]

**Examples:**
- Cradling, dismounting, or bringing down a stunt or pyramid early (not timing issue)
- Base falling to the floor during a cradle or dismount

**MAJOR BUILDING FALL**

\[ \text{Major Building Fall} = 2.0 \text{ deduction} \]

**Examples:**
- Falls from individual stunt, pyramid, or tosses to the ground (top person lands on ground or multiple bases land on ground)

**MISTAKES**

The following examples will not receive deductions. However, they will be considered in the overall effect & execution score.

**Examples:**
- Memory mistakes involving obvious execution of incorrect moves
- Tripping to the floor while transitioning

**MAXIMUM DEDUCTION**

When multiple deductions should be assessed during an individual stunt or toss (by a single group), or during a pyramid collapse, then the sum of those deductions will not be greater than 3.0.
Team Name: ________________________  Division: ________________________

ST  - Standing Tumbling  
RT  - Running Tumbling  
BT  - Basket Tosses  
PS  - Partner Stunts  
PY  - Pyramids

Skills Key:
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Point Values Key:
AF  - Athlete Fall  = (.50)  
BB  - Building Bobble  = (.50)  
BF  - Building Falls  = (1.0)  
MBF  - Major Building Falls  = (2.0)  
MD  - Maximum Deduction  = (3.0)  
SV  - Safety Violations  = (10.0)  
OB  - Out of Bounds  = (.50)  
TV  - Time Violations  = (3.0)

# of Athlete Falls  x (.50)  
# of Building Bobbles  x (.50)  
# of Building Falls  x (1.0)  
# of Major Building Falls  x (2.0)  
# of Maximum Deductions  x (3.0)  
# of Safety Violations  x (10.0)  
# of Out of Bounds  x (.50)  
Time Violation  x (3.0)

Total Deduction Points =

1:15 - 1:30
1:30 - 1:45

Total Pts.
Deducted

Judge:

2017-2018 ~ ALL-STAR PREP ~ DEDUCTION SHEET

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